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BLACK PEARL SOFTWARE
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THE MASK™

• INSTRUCTION BOOKLET •

KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

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• STARTING/OPTIONS •

- Make sure your Super Nintendo Entertainment System is turned off before inserting "The Mask" Game Pak.
- Plug a Game Controller into Control Port One (The Mask is a one-player adventure).
- Insert "The Mask" Game Pak.
- Move the Power switch to the ON position.

Once the title screen appears, press the Start Button to begin. To change the game options, press Up & Down on the Control Pad to select **OPTIONS**, then press the **START** Button.

GAME OPTIONS

Press Up & Down to select different options, then press the **START** Button to select and exit.

Controller Options

Here you can change the button options to select which button controls the different Morph Powers.

Player Options

Here you can select the number of **Starting Lives** (3, 4 or 5) and change the **Skill Level** (Easy, Normal or Hard).

Music and Sound Options

Here you turn the game's **Music** and **Sound FX** on or off.

Game Credits

Find out who's responsible for this game.

P REPORT

Doyle - Get this on the Mayor's desk A.S.A.P!

FILING OFFICER:
Lieutenant Kellaway,
Central Precinct, Edge City Police

SUBJECT:
Mask (Exhibit A).

IDENTITY:
Long story – possibly Stanley Ipkiss, new accounts clerk at Edge City Bank.

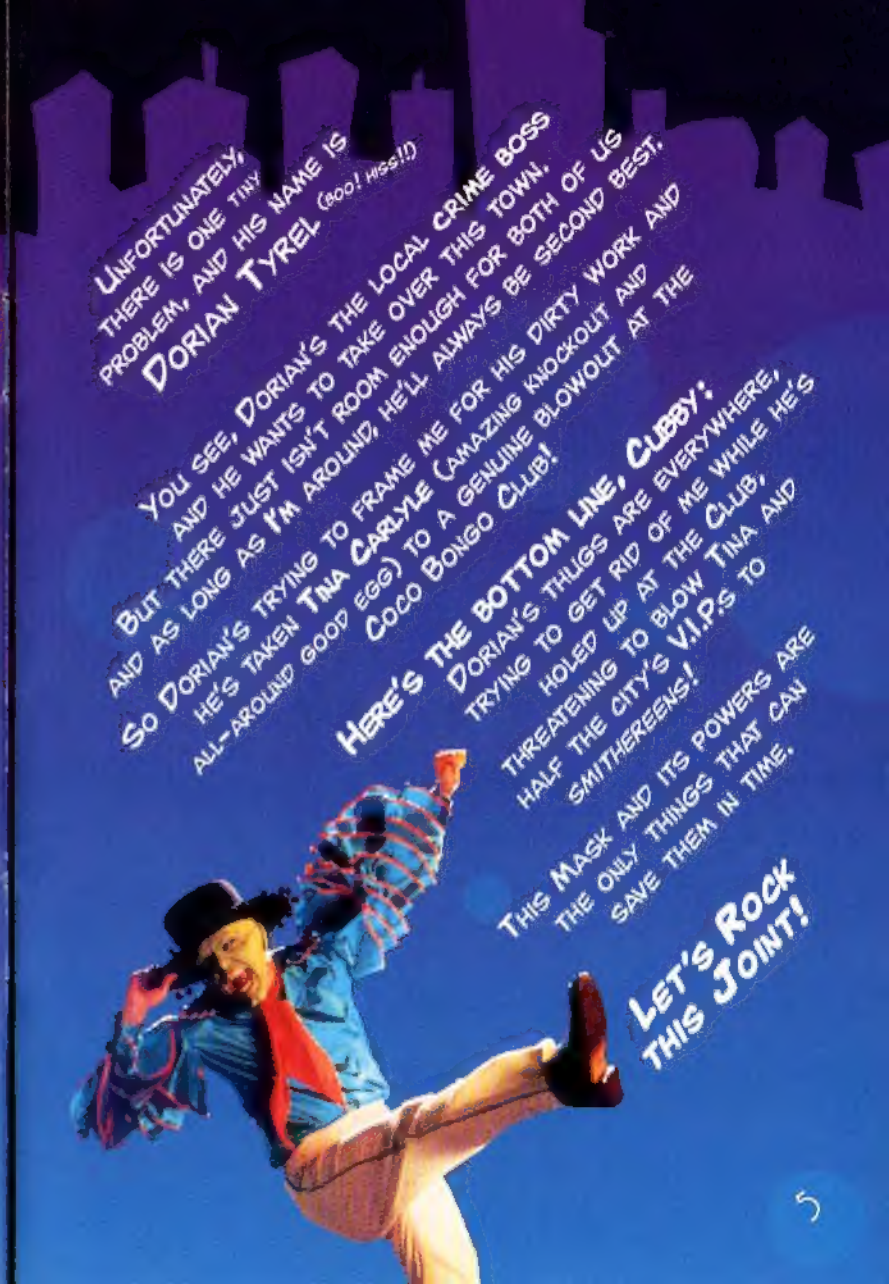
INCIDENT:
Multiple occurrences of unexplainable happenings and behavior. Details enclosed on following 37 42 pages.

TESTIMONY:
Uncorroborated reports by multiple witnesses – apparent hallucinations or mass hysteria, sightings of "Big, green-headed monster".

SUMMARY:
(Exhibit A) is apparently a historical artifact, identified by one Dr. Arthur Neuman (psychologist and historian) as a "fourth or fifth century Scandinavian mask, possibly depicting Loki, the Norse god of mischief, banned from Valhalla by Odin for his misdeeds." Dr. Neuman theorizes that Mr. Ipkiss, the current holder of Exhibit A, could be "using this mask as an excuse to exercise desires buried deeply in his subconscious, empowering him with delusions of superhuman strength and abilities".

My theory:
Neuman, Ipkiss and this whole town have gone nuts.

PAY NO ATTENTION TO THE MAN BEHIND THAT BADGE...
STEP RIGHT UP & LISTEN TO ME.
ME? THEY CALL ME
THE MASK
SURE, SOME PEOPLE KNOW ME AS STANLEY IPKISS, BUT WHEN I PUT THIS MASK ON... I'M A NEW MAN, STAN!
I CAN DO ANYTHING... ZIP AROUND AT THE SPEED OF SOUND, PULL OBJECTS FROM THIN AIR, (POOF!) MORPH INTO DIFFERENT SHAPES!
WITH THESE POWERS, I COULD BE A SUPER HERO!
HOWZIT WORK? I DUNNO.


UNFORTUNATELY, THERE IS ONE TINY PROBLEM, AND HIS NAME IS DORIAN TYREL (BOO! HISS!!)
YOU SEE, DORIAN'S THE LOCAL CRIME BOSS AND HE WANTS TO TAKE OVER THIS TOWN. BUT THERE JUST ISN'T ROOM ENOUGH FOR BOTH OF US AND AS LONG AS I'M AROUND, HE'LL ALWAYS BE SECOND BEST.
SO DORIAN'S TRYING TO FRAME ME FOR HIS DIRTY WORK AND HE'S TAKEN TINA CARLYLE (AMAZING KNOCKOUT AND ALL-AROUND GOOD EGG) TO A GENUINE BLOWOUT AT THE COCO BONGO CLUB!
HERE'S THE BOTTOM LINE, CUBBY: DORIAN'S THUGS ARE EVERYWHERE, TRYING TO GET RID OF ME WHILE HE'S HOLED UP AT THE CLUB, THREATENING TO BLOW TINA AND HALF THE CITY'S V.I.P.S TO SMITHEREENS!
THIS MASK AND ITS POWERS ARE THE ONLY THINGS THAT CAN SAVE THEM IN TIME.
LET'S ROCK THIS JOINT!

• CONTROLLING The MASK •

AS IF ANYONE COULD!

CONTROL PAD -
UP TO ENTER VENTS OR DOORS
UP TO FLIP SWITCHES (IN JAIL)
MOVE LEFT OR RIGHT
DOWN TO DUCK
DOWN WHILE RUNNING OR DASHING TO POWER SLIDE
DOWN + B TO JUMP DOWN

L BUTTON - SNEAK

R&L BUTTONS TOGETHER + CONTROL PAD LEFT OR RIGHT - ZIP*

CORD - HOW YOU PLUG IT IN, CUBBY

R BUTTON - RUN LIKE THE WIND

X BUTTON - MALLET
X + UP - HORN

A BUTTON - TORNADO
A + UP - GUNS

B BUTTON - PUNCH
KISS MY MAGIC GLOVES GOODNIGHT, BOYS!

Y BUTTON - JUMP
Y + UP - SUPER JUMP

START BUTTON - PAUSE/ ANTIPAUSE

DON'T LIKE THESE CONTROLS?

TOUGH CHEESE.

ACTUALLY, YOU CAN CHANGE THE BUTTON CONTROLS IN THE **OPTIONS MENU** AT THE START OF THE GAME. THE CONTROLS LISTED HERE ARE THE DEFAULTS.

*NOTE: ZIPPING AROUND OR USING OTHER MORPH POWERS BURNS UP **MORPH ENERGY** - SEE PAGE 8.

• SCREEN DISPLAY •

MASK ENERGY - EACH TIME I GET HIT OR INJURED, MY MASK ENERGY DECREASES. THAT'S BAD. IF MY MASK ENERGY REACHES ZIP, I LOSE A LIFE.

LIVES - I START WITH THREE, I CAN FIND MORE. IF THEY'RE ALL GONE - YOU'RE A BIG NOTHING, IPKISS!

CASH - YOU CAN'T MAKE THE SCENE IF YOU HAVEN'T GOT THE GREEN. UNFORTUNATELY I CAN'T GET INTO THE COCO BONGO WITH MY GOOD LOOKS ALONE. PERHAPS MY FRIENDS FRANKLIN, GRANT AND JACKSON CAN PUT IN A GOOD WORD, EH?

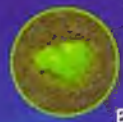
MORPH ENERGY - ALL OF THOSE NIFTY SPECIAL POWERS TAKE ENERGY TO PULL OFF - IF THE MORPH ENERGY RUNS OUT, I'M JUST A REGULAR GUY WITH A BIG, GREEN FACE. SEE PAGE 10 FOR THE FULL SCOOP.

• GOOD STUFF •

THESE THINGS ARE IMPORTANT - GRAB THEM WHEN YOU CAN:

CASH & JEWELS - WHAT, YOU WERE JUST GOING TO LEAVE THEM THERE? YOU'LL NEED THE DOUGH LATER.

GREEN HEARTS...
PURPLE HORSESHOES...



MASK ENERGY HEART - HAVE A HEART! HAVE SEVERAL - THESE KEEP ME GOING BY REPLENISHING MY MASK ENERGY.

MORPH ENERGY M - JUST REMEMBER, M IS FOR MORPH. I'LL NEED LOTS OF THESE - THOSE SPECIAL EFFECTS AREN'T FREE, YOU KNOW!

MASK - S-S-SMOKIN! THIS ADDS ONE EXTRA LIFE.

• MORPH POWERS •

These are a blast - but use them wisely - I'll need them to get out of some tight situations and each Morph Power uses Morph Energy at a different rate.

Tornado - Whoa! Somebody stop me! When I get spinning, I plow through bad guys, and I can usually take out all but the nastiest ones. I keep up the whirling dervish bit until I get hit (ouch!) or press X again. Downside: I keep burning up Morph Energy while I'm spinning, but at least I don't get any dizzier than I am!

Mallet - What good would a super hero be if he can't pull a giant mallet out of his pocket? This is great for conking those thick-headed thugs, and it will even break through the floor in certain places. Watch for cracks underfoot - these are the only places that can be broken.

Super Jump - Going up? Sometimes there are places that you just can't quite reach. No problemo. With my Super Jump, I spring nimbly into the air - holding the Y Button down will make me leap even higher. Just watch your (*crunch*) head!

Guns - Are you feeling lucky, punk? I prefer the old-fashioned pounding approach, but many of Dorian's toughs carry heat; so why not fight firepower with firepower? One round from these babies and almost anyone will hit the road.

Horn - Wahoooohhgah! This little 'squeeze me gently' horn may not look threatening, but one blast of this honker smacks all the bad guys on screen. Handy.

Zip - Don't forget this one! Press the L and R Buttons together and press Left or Right on the Control Pad to Zip at incredible speeds. If you get in trouble, make like a banana and split!

Psst! Remember, anytime you use one of these Morph Powers I burn up some Morph Energy. Find those pretty green M's to keep me cruisin'.

• STUFF to LOOK FOR •

I'm a busy guy with places to go, but there are many things worth finding in Edge City, and I don't mean Ripley's Auto Shop coupons! Goodies and special items may be concealed behind walls, inside buildings, or in places that you might not think to look, so think twice, because you'll need to find some of these things to reach Tina and save the day!

My Hat - I wondered where I put that thing... I must have used it to mark certain places. If I pick up a hat, I will return to that point in case I lose a life later on at that location. That's a fine feather in your cap!

Vents - Very important, and not just for air circulation. You see, being a cartoony-type super hero has its advantages - I can stretch myself spaghetti-thin and slip through vents, reappearing in a new spot! Just step (or jump) in front of one of these and press Up on the Control Pad. This not only saves shoe leather, it can get me to areas I couldn't otherwise reach.

Milo - A Mask's best friend. Milo's not easy to find, but if I can, he adds to my maximum amount of Mask Energy and Morph Energy, allowing me to collect more. You see - having pets around *IS* good for your health!

Sofas - Mother always said not to jump on the furniture... Forget that! These springy seat cushions can bounce you sky high. Being a super hero, you may find other springy things as well... go figure.

Elevators - If you don't know what these are for, you obviously don't get out much. They go up and down of course - and being The Mask, I can make them go sideways occasionally, just for kicks. Press Up on the Control Pad when in front of one.

Switches - Now that's a switch! Stand in front of one of these and press up to flip it on or off. It might have some helpful effect, but I'm not going to tell you where or how long it will last! Ain't I a stinker?

Cracks in the Floor - Say - didn't we discuss these before? You may need to break through them with something... hmmm... what with, I wonder?

• EDGE CITY MAP •

WELCOME TO THIS FINE TOWN IN WHICH I DWELL... AH, IT'S MORE LIKE A CRIME-RIDDEN URBAN NIGHTMARE, BUT HEY, IT'S HOME! DORIAN HAS HIRED GOONS EVERYWHERE, SO I'M GOING TO HAVE TO MAKE THE ROUNDS AND CLEAN UP THIS TOWN. EACH TIME I SWEEP THROUGH ONE OF THESE TOURIST SPOTS, THIS MAP WILL APPEAR, SHOWING THE PLACE THAT I'M HEADING NEXT.

1. **STANLEY'S APARTMENT** - MI CASA! ACTUALLY, IT'S MI AND MILO'S CASA.
2. **THE STREETS OF EDGE CITY** - LOTS GOING ON HERE - BE CAREFUL!
3. **EDGE CITY BANK** - STANLEY WORKS HERE - I JUST PICK UP HIS CHECK!
4. **LANDFILL PARK** - THEY BUILT IT OUT OF A DUMP - NOT A BIG IMPROVEMENT.
5. **EDGE CITY JAIL HOUSE** - HEY, I DON'T LOOK GOOD IN STRIPES.
6. **SEWERS** - SEWERS! WHY DID THERE HAVE TO BE SEWERS?
7. **THE COCO BONGO CLUB** - THIS PLACE IS A BLAST!

NOW HOW DO I FOLD THIS THING?

SO MUCH TO DO... SO MUCH TO SEE!

STANLEY'S APARTMENT - BE IT EVER SO CRUMBLED... SHHHH!! THE NEIGHBORS HERE REALLY GET UPSET WHEN I WAKE THEM UP. THOSE PESKY ALARM CLOCKS AREN'T HELPING, AND THERE'S ONLY ONE WAY TO GET RID OF THEM... HMMM... WHATEVER COULD IT BE? *SNOOZE!* WHAT'S THAT? AH, IT'S JUST THE RADIATORS BLOWING OFF SOME STEAM. THERE ARE ALL OF THESE WONDERFUL WINDOWS TO BREAK, FLOORS TO CRASH THROUGH AND COUCHES TO BOUNCE ON. DON'T WORRY, IT'S ALL COMING OUT OF MY SECURITY DEPOSIT ONCE MRS. PEENMAN FINDS OUT. SPEAKING OF THE OLD BAT, SHE'S BOUND TO BE AROUND HERE - HER BROOM'S OUTSIDE.

Streets of Edge City - Burt and Irv might not be able to fix a flat, but they sure swing a mean wrench! This whole street is a mess, in fact, with the construction going on. Good thing I wore my girder-walking shoes. *Hey!* Watch it up there! If those clowns dropping garbage bags don't mess up my spiffy suit, these wrecking balls sure will. Oh, well - as I always say: all's weld that ends weld! Actually, I never say that.

Edge City Bank - Egads! I was just stopping off to pick up some moolah to get into the Coco Bongo, but Dorian's thugs have beaten me to the punch! (Did someone say 'Punch'?) No doubt Dork-ian is gonna try to pin this one on me - unless I can mop the floor up with these machine-gunning goons, that is. Say, do you suppose they have any of those free calendars here?

Landfill Park - Aahhhhhhh! Smell that fresh air! Snf? Sniff? Sorry, that's just the upwellings of methane gas - don't light a match, folks. I can deal with the street toughs, but those dogs have *SHARP* teeth! This might be a good time to rise above this situation and take to the trees. I can tell Dorian's been through here, he left a paper trail - green paper, I might add. Boy, the police are never going to believe I didn't heist the bank.

Edge City Jail House - It wasn't me, you see, it was the one-armed man! Not buying it? Then I'd better make myself scarce - if I can find my way out of here... Letssee... moss grows on the east side of the trees, right? Hey! Who let all of these hardened criminals out of their cells? Dorian's men have been through here too, haven't they? He did this, didn't he? Why aren't you answering me? Sorry - I'd better make tracks. I'll be okay if I can keep away from the really disagreeable guys in maximum security.

The Sewers - *Eeeyuuwww.* Maybe trying to get to the Club through the sewers wasn't the greatest idea. Waste not, want not. Right now I want my galoshes. But first I'm huntin' a big ol' sewer rat - Dorian's probably at the Club by now and I know he's planning something nasty, so I'd better keep moving. *Cheeez!* There's toxic waste down here! (sigh) It's not easy being green.

The Coco Bongo Club - Funny, I thought the sewers led to the ocean... Now this is more like it. This would probably be a really happening place if it wasn't filled with mad bombers and the singer wasn't tied to a tree. Looks like it's up to me to straighten things out.

Let's see...

1) nab the bad guys,
2) rescue Tina from getting blown up,
3) grab Dorian.

Okay, Let's Rock This Joint!

• TIPS •

Goodies are often hidden behind walls or columns. Bounce around and explore everywhere - you might find some hidden vents too, to take you away from it all.

Speaking of vents, they don't all look the same, y'know.

Try sneaking past closed doors and jail cells (by holding down the L Button) to avoid disturbing any cranky occupants. They're disturbed enough already. If that doesn't work, hit the R Button and jam outta there!

You're not lost, are you? Try picking up every item you find. You'll be able to recognize areas you haven't been - they'll still have goodies lying around.

You'll need to check out everything to find the really good stuff. Use the Super Jump to get a new perspective on things. Say, it's a good thing that super heroes aren't hurt by smashing their heads on ceilings or crashing to the ground. Just don't try this at home.

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JIM CARREY "THE MASK" PETER RIEGERT PETER GREENE AMY YASBECK RICHARD JENI CAMERON DIAZ
P. FERN CHAMPION, C.S.A. and MARK PALADINI BONNIE GREENBERG INDUSTRIAL LIGHT & MAGIC KEN RALSTON HA NGUYEN RANDY EDELMAN
ARTHUR GOBURN CRAIG STEARNS JOHN R. LEONETTI CARLA FRY MIKE RICHARDSON, CHARLES RUSSELL and MICHAEL DE LUCA MICHAEL FALLON
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• NOTES •

• CREDITS •

Lead Programmer: Matthew C. Harmon

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